animecentral 2006

THE MIDWEST ANIME AND MANGA CONVENTION

May 5-7, 2006 - Rosemont, Illinois

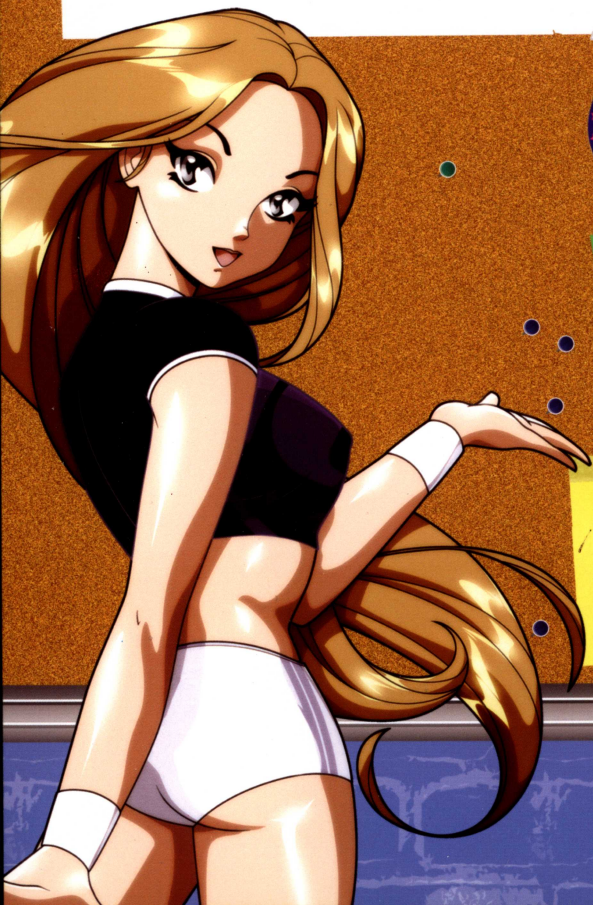
Hyatt Regency O'Hare & the Donald E. Stephens Convention Center

Presented by the Midwest Animation Promotion Society

ANIME ADVOCATES™ あにめあどばけいつ

www.AnimeADVocates.com

JOIN ANIME ADVOCATES TODAY!



FREE SHOW SAMPLERS! (SENT DIRECT TO YOUR DOOR EACH MONTH!)

EXCLUSIVE! CLUB SALES DISCOUNTS + MORE!

SUBMIT YOUR CLUB:
» FAN ART
» CLUB PHOTOS
» FAN REVIEWS

BRAND NEW WEBSITE! JUST FOR CLUBS!

ANIME WA INOCHI

ADV FILMS

www.advfilms.com

Table of Contents

Comedy

1 TOC: Table of Contents
2 - 3 Letter from Chair
4 Letter from Vice Chair
5 Guest Band

Action

6 - 11 Guests

Sci-fi

12 - 17 Guests Continued

Shoujo

18 - 19 Autograph Policy
20 - 23 Con Policies

Mecha

24 - 25 Registration
26 Art Show / Artist Alley
27 Masquerade / Cust. Service / Exhibit Hall
28 Acen Dances:
Underground Groove / Soap Bubble

31 Children's Programming
32 - 33 What is Anime & Manga?
35 Acen Swag / Merchandise
36 - 37 Acen Staff
38 - 39 Autograph Pages
40 Colophon

This year's program book is a unique vision. This vision is Manga. Manga reaches out to all imaginations helping us to dream in color. How could we bring manga style to the program book? To make it dynamic, visually interesting, and most importantly... fun? The answer: Take five heavily popular manga genres and five talented artists, and create one of ACEN's best program books to date!

All proceeds of Anime Central, unless otherwise stated, support the Midwest Animation Promotion Society (M.A.P.S., 1400 W. Devon Ave, #410, Chicago IL 60660) and its endeavors. All copyrights are owned by their respective owners. All references to publications and websites are copyright protected by the artists and their respective companies and distributors. All artwork ©2005-2006 Midwest Animation Promotion Society. All rights reserved. AOI Sister Character Design by Ben Nunez – Cover Illustration by Phillip Moy. Cover Colors By Jeffrey Moy. ©2005 Junko Mizuno. © 2005-6 Tomoko Taniguchi. ©Studio Capsule, Robert & Emily DeJesus. ©Studio Tavicat, Tavish Wolfgarth-Simons. ©Bruce Lewis. Garsmon and characters design by Charles D. Moisant with NIVARD.

...from the Chair

"We certainly hope you all enjoy the show. And remember, people - that no matter who you are and what you do to live, thrive and survive, there're still some things that makes us all the same. You. Me. Them. Everybody. Everybody." – Elwood Blues

Never were more wise words spoken. One of the many things that I love about Anime Central is for upwards of 12,000 people to show up. All with a different story to tell, different backgrounds, different social status, everyone here is different. However, we all have anime in common and that brings us together. I have been a fan since 1992, and I have never seen a group as diverse as anime fans. It matters not who we are or what our background is, we are accepted in this community.

This sense of community is one of the reasons that I still work for conventions. To be able to start with an idea, watch it bloom in this huge event, and then watch as all of these people have the time of their lives. That makes all of the stress and hard work worth it. I would not be telling the truth if I said that this convention goes off without a hitch every year and that it is easy to be on staff. All of the staff members that I have worked with, both new and veteran deserve the credit for making this convention happen. Without them, this convention would never happen.

It was the Monday after Anime Central 2005. Several members of upper management, including myself, were sitting around on the second lobby level of the Hyatt talking about events that had happened over the weekend. While we were sitting, the Night Manager of the Hyatt walked by us to ask us how things were. We started chatting and asked him how his convention weekend was. He stated that he enjoyed himself and that Anime Central's group of attendees were the best behaved of any of the conventions he had worked. He continued to say, "The attendees were here to have fun and they did just that. Sure there were a couple of issues here and there, but overall Anime Central has a great group of kids and they are always welcome here."

I wanted to share this because I cannot thank the people that attend Anime Central enough. If not for you we would have no purpose. So please continue to have fun at Anime Central and remember just be you. Being you is always welcome here.

I once again want to extend my most sincere thanks to the following people, in no particular order: Katherine Goodman, Patrick Gannon, Audra Apke, Eva Snyder, Karen Lacey, Frank Sanchez, Rachel Sibio-Sanchez, Keith Hayes, Beryl Turner, Locke Bekiaris, Tony Ham, James Alsup, and again Perry Sugerman (my father). All of these people have been my support team and have kept me sane and insane all during this year.

There are three more people that I wish to thank individually:

Becky Sibio, my vice chair, my partner in crime, and my drama filter. It has been a hard year for me and I want to thank you for putting up with my neurosis and me.

Jan Scott-Frazier, my advisor, my confidant, and my friend. Without your support and telling me to breathe I know I would not have made it through this year.

Greg Ayres, you have helped keep me grounded and have taught me so much in regard to the industry side of anime conventions. You have also opened my eyes to new music and new aspects of my life. Thank you.

I once again want to thank my staff. We did it! The 9th Anime Central. Without all of you, both present and past, this Anime Central would not have been possible. To everyone that is attending Anime Central this year: Have fun, be safe, and remember to love one another.

Jon Sugerman
Convention Chair – Anime Central 2006

...from the Vice Chair

Welcome to Anime Central 2006!!

I started attending conventions over 20 years ago, so naturally I gravitated towards staffing conventions. I started staffing Anime central in 1999, though I did take a few years off to live on the west coast. But it makes me very happy to be a part of the convention staff for this year. We've have worked hard to come up with some great new ideas, as well as worked to improve favorite events from past years.

Anime Conventions are a great time to hang out with friends, meet new people, and find out what is going on in the world of Anime & Manga and Japanese Culture. Anime Central has other wonderful events like the scavenger hunt, concerts, and dances. The chance to see anime you might not have seen before, watching old favorites on big screens! (Not many of us can say we get to do that at home!)

This year I want everyone to have a great & safe time at Anime Central. A few things to keep in mind this weekend; be courteous to the people around you, pay attention to the signs and the staff members. Also make sure to check out the Rules & Policies printed in the program book. Make sure you eat enough, get some rest (yeah I know, it never happens), and have fun!

Becky Sibio
Vice Chair – Anime Central 2006

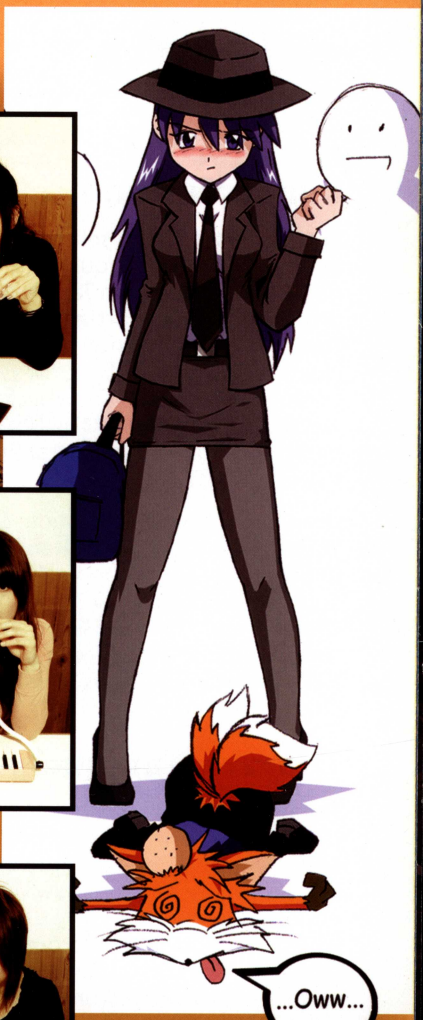
Guest Band

TsuShiMaMiRe

TsuShiMaMiRe was formed in 1999 when Mari (vocals, guitar) Yayoi (bass) and Mizue (drums) were still university students. They are a Japanese all girl trio with a unique style that blends elements of punk, avant garde, free jazz, ska, surf and funk.

The name of the band is actually gibberish - the members created it by combining the words they liked. Categorizing their music style may be difficult - it's a complex and original blend of creativity, cuteness, weirdness, funny and scary. Their world shows the influences they received from Japanese traditional folk songs and mythologies and takes the audience on a trip through the weird-yet entertaining world of TsuShiMaMiRe. All the songs display their savvy skill with the instruments. Each track is full of great guitar riffs, heavy & powerful bass and skillful drum play.

TsuShiMaMiRe's debut album "Pregnant Fantasy" was released in August 2004 in Japan and on November 1st 2005 in USA from BENTEN TOKYO. They have a number of live performances under their belt, including headlining the Suicide Girls Burlesque Tour and a performance at the world-famous SXSW festival. Having just returned from headlining Japan Nite 2006, the ladies of TsuShi-MaMiRe are excited to be making their first convention appearance at Anime Central 2006. Learn more about them and check out their music before you see their show on their official website http://sister.co.jp/TsuShiMaMiRe/index_e.html or their MySpace www.myspace.com/tsushimamire.



Guests of Honor

Junko Mizuno

In 1996, Ms. Mizuno self-published a booklet called "MINA animal DX" which brought her to the attention of the publishing industry in Japan. Soon after, she debuted as a professional comic artist and illustrator. Currently residing in Tokyo, she is constantly working on new manga stories, illustrations, and designs for products ranging from toys to clothing. Make sure you check out her artwork at her official website, www.MIZUNO-JUNKO.com. She is very excited to be attending Anime Central and visiting Chicago for the first time!

Her published works include: Japanese: "PURE TRANCE" (East Press) "Cinderalla-chan" and "Hansel & Gretel" (Koushinsha) "Ningyohime-den" (Bunkasha) "Fancy Gigolo PELU Vol.1-3" (Enterbrain) "Fireworks" (East Press), and "Yojouhan Yousei Zukan" (Koudansha). English: "Cinderalla", "Hansel & Gretel", and "Princess Mermaid" (Viz LLC). She has also had her works translated into French and published two illustration books: "Junko Mizuno's HELL BABIES" (Editions Treville) and "Collector File 002 Junko Mizuno's Illustration book" (Viz LLC).

Tomoko Taniguchi

Tomoko was born in Hokkaido, the northernmost part of Japan. She spent one year in Ann Arbor studying English and she graduated from the English Institute program at the University of Michigan. When she returned to Japan she entered a contest held by a monthly horror magazine that was looking for new cartoonists. She submitted a forty-page story and won first prize. It was her debut as a professional cartoonist. Her first story, "An-pan-balance," won another contest and was published in the monthly magazine Omajinai Comics. She has had a total of nine Japanese graphic novels published under the My Birthday (MB) Comics label in Japan, including Call Me Princess, Aquarium, Princess Prince and Let's Stay Together Forever. Tomoko has been published in Japan, Korea, Taiwan, the U.S.A. and Mexico. In February 2006 she made her Marvel Comics debut (Marvel AI#1, featuring Vision and Scarlet Witch). Joining the Marvel world was one of her biggest dreams. Tomoko hopes that her stories will make people feel happy because that makes her happy too. Tomoko Taniguchi appears courtesy of Reactor.

Greg Ayres

Greg Ayres is not your average voice actor. The once "Fanboy" turned VA started working for ADV Films just a few years ago, and in that short time managed to snag two of his favorite roles in anime.

He was thrilled to voice the role of his favorite character Son Goku in Saiyuki, then just one year later Kaworu Nagisa in the Director's Cut of Neon Genesis Evangelion. Other roles include Chrono in Chrono Crusade, Negi Springfield in Negima, Heihachi in Samurai 7, Satoshi Hiwatari in DNAngel, Tsuyoshi in Kodocha, Leo in Ghost Stories, and Gau Ban in Shadow Skill. He can also be heard in other anime titles such as Super Gals, Spiral, Macross, Mythical Detective Loki, Burst Angel, Gravion, Godanner, Pretear, Full Metal Panic, E's Otherwise and a whole lot more.

When he's not in a booth with headphones on, you can usually find him sporting headphones behind the decks spinning. While he's not an "Anime-DJ" his love of anime and gaming culture always seems to seep into the mix to spice things up a bit. A former nightclub DJ, Greg has really enjoyed the opportunity of stepping in at many a convention dance to make the walls thump and the bootys shake, and you better believe he'll be doing just that at ACen this year!

To find out even more information visit Greg's web site at www.gregayres.com.

Jeff Nimoy

Jeff Nimoy wrote, directed, and served as story editor during the first two seasons of the top rated Fox Kids show Digimon: Digital Monsters. In addition he wrote and directed the 20th Century Fox animated feature Digimon: The Movie, and the TV Movie, Digimon: Revenge of Diaboromon. He also served as an Executive Producer and writer on numerous other Fox Kids shows. Prior to that he was nominated for three Emmy Awards in four years, winning once, for his comedic work as a writer and producer for NFL Films Presents on ESPN and Fox. He also wrote the Showtime movie Big Brother Trouble, and wrote the animated feature, Pecola, soon to be released theatrically worldwide. He is currently writing and/or directing the animated series Zatch Bell Bo-Bobo and, Naruto for Cartoon Network, and writing on the animated series Mega Man, for Kids WB.

Monica Rial

Monica Rial is super excited to be attending Anime Central 2006! She has been working in the anime voice over industry for over 6 years. As an actress for ADV and Funimation she has appeared in many anime including: Angelic Layer (Tamayo), Aquarian Age (Yoriko), Burst Angel (Jo), Case Closed (Amy), Chrono Crusade (Fiore), DNAngel (Towa), Elfen Lied (Kanae), Excel Saga (Hyatt), Full Metal Panic (Kyoko), Gantz (Mika), Gasaraki (Miharu), Generator Gawl (Natsume), Ghost Stories (Momoko), Godannar (Mira), Gunslinger Girl (Angelica), Hello Kitty's Animation Theater (Hello Kitty), Kiddy Grade (Lumiere), Kodocha (Aya), Maburaho (Shino), Macross (Misa), Najica (Lila), Noir (Kirika), Peacemaker (Saizo), Princess Nine (Izumi), Rahxephon (Haruka), Spiral (Rio), Steel Angel Kurumi (Saki), SuperMilkchan (Tetsuko), Yumeria (Mizuki), and many, many more! She's written ADR scripts for Madlax, DNAngel, Gatchaman, Kaleido Star, and Full Metal Alchemist. She can currently be seen on the Cartoon Network in Full Metal Alchemist as Lyra / Dante. Make sure to come up and say hello! She'd love to hear from you.

Jan Scott-Frazier

Jan moved to Japan in 1987 to attend animation school and worked at a number of animation studios in including Artland and Production IG. she become an expert in many different aspects of animation production. Jan worked on shows like RikiOh 2, Locke the Superman (OVA), Shurato (OVA), Bubblegum Crash (OVA) and Tottoi (feature). She founded studio TAO Corp. Ltd. in Bangkok, Thailand and worked on Moldiver, Diary of Mikan, Genocyber and SWAT Kats amongst others. In 1994, Jan became a freelance consultant for Cambridge Animation Systems, the developers of Animo (a computer assisted (2D) animation production system). Also in 1994, Jan co-founded GENESIS Digital Publishing Company with Izumi Matsumoto (Kimagure Orange Road) where they created the best-selling Comic ON, a CD-ROM manga compendium. In 2000, she returned to the USA to work at Celsys USA with the RETAS digital production system. Jan translates manga and videos, does body art and is learning to teach yoga. www.janscottfrazier.com

Most recently, she produced Voices for Peace**, an album advocating world peace being released at Anime Central with vocals by many popular voice actors and art for the album by well-known artists. All profits will be donated to charity. www.voicesfor.org

***The views and opinions expressed in the album Voices for Peace, any associated live programming and by Voices For Inc., associated persons and any associated charities do not necessarily reflect those of, nor are they endorsed by the Midwest Anime Promotion Society and the event "Anime Central", per compliance with federal regulations regarding 501(c)(3) exempt organizations.*

Colleen Clinkenbeard

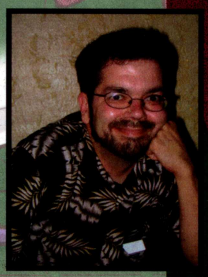
Colleen Clinkenbeard is a voice actor and ADR director for FUNimation Productions. Her credits include: Kiddy Grade (Éclair), Case Closed (Rachel), Fullmetal Alchemist (Rose, Hawkeye), Lupin III: Dead or Alive (Oleander), Lupin III: Farewell to Nostradamus (Mary), Burst Angel (Maria), Samurai 7 (Kirara), Kodocha (Mama), and Diamond Daydreams (Nurse—ADV Films). She has also been featured in Dragonball Z, Dragonball GT, Yu Yu Hakusho, Gunslinger Girl, and Spiral, as well as the video games: Fullmetal Alchemist, Spike Out, and Blood Rayne II. As ADR Director, Colleen has worked on projects such as Kiddy Grade, Fullmetal Alchemist, Sakura Teisen: Ecole de Paris, Kodocha, Negima, Case Closed, and Moonphase.

Chris Patton

Chris Patton in is a voice actor for ADV Films and Funimation Entertainment. Credits include: Greed in Fullmetal Alchemist, Sousuke Sagara in Full Metal Panic and FMP: Fumoffu!, Sasame in Pretear, Nishi in Gantz, Narugami in Loki Ragnarok, Manabu in Galaxy Railways, Ayato in Rahxephon, Kai in E's Otherwise, Tomakazu in Yumeria, Komyou Sanzo in Saiyuki, Naozumi in Kodocha, Joshua Christopher in Chrono Crusade, Seishiro Natsume in Princess Nine, Rei Otohata in Super Gals!, Daley Wong in Bubblegum Crisis 2040, and many others. This is Chris's fourth ACEN appearance, and he's VERY stoked to be back!

We are also very happy to announce that Chris's band PLID will be performing at Anime Central 2006. To check out their sound, visit www.plidsound.com or www.myspace.com/plid/.

Christopher Ayers



Christopher Ayers has worked as a voice actor for the past two years for ADV films and has just recently started working for Funimation Inc. Among the roles he's lent his voice to are Kei Kourno in Gantz, Nakamaru in Maburaho, Hayashimizu in Full Metal Panic: Fumoffu, Yaminami in Peacemaker, Yousef Ali Mesa in Yogo the Negotiator, Koji in Godanner, Professor Pluto in BasoF Syndrome, Murato in Moby Dick, and most recently Woogy in Michel. His voice can also be heard in Elfen Lied, Mezzo, Hello Kitty's Animation Theatre, St. Seiya, Megazone 23, Samurai Gun, Madlax, Yumeria, Chromartie High, E's Otherwise, Shadow Skill, Sakura Diaries, Diamond Day Dreams and as several guest villains in Gatchaman.

Chris is absolutely thrilled to be making his first Anime Central appearance and getting to meet all of the anime fans in Chicagoland and the Midwest. This year marks his 34th year working as a professional actor. In addition to acting, Chris also works as a professional fight director, so make sure you stop by his "Fight Choreography For Cosplay" panel to learn from an expert!

Fred Gallagher

From the early days as an underground hit to the present comic phenomenon, Megatokyo has come a long way. Anime Central welcomes artist and major creative force Fred Gallagher back for another cheerful jaunt into the universe of Megatokyo. Fred's eager to answer your questions and tell you all about the people and places that make Megatokyo so popular. Be sure to check the comic out for yourself at www.megatokyo.com or pick up one of the several collected volumes available at bookstores or at their online store, www.megagear.com.

Brittney Karbowski

Brittney first started voice acting in Gantz about a year ago. Since then she has appeared in Gilgamesh as Fuko, Maddlax as Nahkl, Mone in Yumeria, Reiya in Detective Loki: Ragnarok, and Momochie in Godannar. As her career has grown, she has voiced a number of other roles in series such as Moby Dick, Misaki Chronicles, Chrono Crusade, Ghost Stories, and Samurai Gun.

She would like to give a special shout out to Chris Ayers for being by her side every step of the way, including at not only her very first Anime Central, but at her first appearance as a guest at an anime convention! Make sure you stop by and welcome her to the world of conventions.

Robert & Emily DeJesus

Robert DeJesus

Writer, Story Creator, Illustrator, Story Board Artist, and Character Designer

Robert is no stranger to the anime and manga community. An Indiana born, self-taught artist, who got his first art career break when he sent an eight page short story to comic publisher, Antarctic Press in February of 1990. He has drawn manga inspired art for well over 18 years and has been published nearly all over the world. He has worked for many companies like Playstation Magazine, Marvel, Hasbro, and now his most recent work with Harper Collins Publishing, just to name a few.

Emily DeJesus

Writer, Editor, Story Creator and Manager

Robert and Emily met at a convention called Anime Central and haven't been apart since that day. Emily has always enjoyed manga and anime, but never thought it could be her job. Emily has worked with Robert for over 6 years now. She helps write the web comic "How to Loathe Drawing in the Manga Style" and has just finished writing her first children's book. She enjoys the business side of working for Studio Capsule very much and is grateful that she has an opportunity to work in the comics business.

Studio Capsule

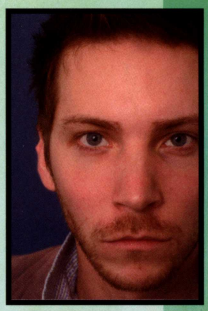
Studio Capsule is involved in creating a line of low print run doujinshis, portfolios, animated shorts, and other projects expanding Studio Capsule. Find out everything that's new with either Studio Capsule or Robert and Emily DeJesus at www.robertdejesus.com or view more current information on live journal under user 'banzchan'.

Quinton Flynn

Quinton is perhaps best known to anime fans as Iruka in "Naruto", Dr. Riddles and Haru in "Zatch Bell!," or Shingo Shoji in "Initial D." He has also voiced Raiden in Metal Gear Solid 2, Orphen in "Orphen: Scion of Sorcery", and various characters in Gungrave Overdose, Final Fantasy X and X-2, Tenchu: Wrath of Heaven, Onimusha Blade Warriors, and more. Most recently, he has been cast as Axel in Kingdom Hearts 2 and Reno in Final Fantasy: Advent Children.

Outside of anime and games, Nickelodeon's "My Life As A Teenage Robot" currently plays host to Quinton's diverse vocal talents. In 2007, Quinton will make his big screen debut voicing Casey Jones in the new Teenage Mutant Ninja Turtles film release. Quinton has also shown off his comedic skills at The Improv and The Comedy Store and a guest spot on ABC's "The Jimmy Kimmel Show". Please give him a warm welcome to his first Anime Central!

Troy Baker



Troy began acting professionally in 2003, and his first anime role was The Thin Man in "Case Closed". Currently, he plays the lead in "Trinity Blood" (Able Nightroad) and "Basilisk" (Gennosuke). He is also featured in "The Galaxy Railways" as Wataru Yuuki, "Moon Phase" as Count Kinkle, "Desert Punk" as Makoto, "Gunslinger Girl" as Alphonse, "Yu Yu Hakusho" as Shunjin, "Negima" as Nagi and "Kodocha" as Chilibowl and Hiroshi. Troy has had lead and featured roles in several video games including Brothers In Arms I, II and III, Bloodrayne 2, Aeon Flux, and Spy Hunter 3 with the Rock.

In addition to voice and on-camera acting, Troy was the front man for rock band Tripp Fontaine. He plays guitar, bass, drums, piano and sings. He is also an extreme Poker enthusiast. Please welcome Troy to his first Anime Central, and also his first anime convention appearance of his career!

Studio Tavicat: www.tavicat.com

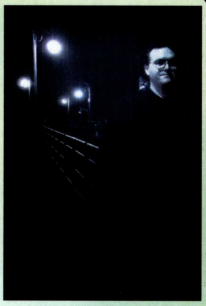
Tavisha Wolfgarth-Simons

Tavisha is an American born artist of German and Japanese descent (Yonsei (4th generation)), born May 28, 1966 in San Fernando Valley, California. Tavisha first started drawing in the anime and manga style when her grandmother sat her down in front of a television showing Kimba the White Lion and said, "This cartoon is Japanese, just like you." One-year-old Tavisha then began drawing in the only style she knew, first "anime," and later "manga." From the start she felt a deep cultural connection with anime and manga - a feeling that hasn't faded in the least, even after many years of struggling in a very un-Kimba, super-hero-centric American comic market; she has always striven to be an independent artist with an original vision.

Tavisha produces her art and stories under the studio name of Tavicat (and sometimes "WiredPsyche") along with her husband, Rikki. After a decade of publishing manga-influenced comics in the American market, Tavisha has had the opportunity to work with a variety of properties,

attaching her much loved spin to them. A fan favorite, Tavisha has designed manga versions of established western cartoon characters for Nickelodeon Magazine, she has designed characters and fashions from the ground up for companies such as Tokyopop and Digital Manga, and she has co-created original titles such as Ranklechick and his Three-Legged Cat, and Super Information Hijinks: Reality Check!, and ShutterBox. Now with the tremendous success of her ShutterBox manga series (published by Tokyopop), Tavisha is looking to an even brighter future.

You can see her work at www.wiredpsyche.com.



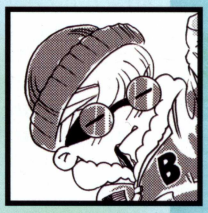
Rikki Simons

Rikki Simons, also known as Rosearik Rikki Simons, formed Studio Tavicat with Tavisha as an entity under which the two of them together could invent illustrated tales. An absurdist-deist and proponent of passive voice, Rikki is a writer and artist of ridiculous meta-science fiction stories that are melancholically comedic and character-focused. Ranklechick and his Three-Legged Cat, Super Information Hijinks: Reality Check!, and now his very successful ShutterBox graphic novels are a few of his works.

Rikki also took two years off from his beloved book creation to be a part of the cast and crew of the Nickelodeon animated series, Invader ZIM by Jhonen Vasquez. On Invader Zim, Rikki filled a double role, serving as both a color designer for nearly 700 backgrounds, and as a voice actor, performing the voice of one of the most popular cartoon characters of all time: GIR, Invader ZIM's robot sidekick.

See more of his work at www.rhumbaghost.com.

Bruce Lewis



Bruce Lewis is an American cartoonist, artist, and author. Among the first comics artists to bring manga influences to American comics, Lewis wrote and drew the Robotech: Invid War Aftermath (1993-1994) series for Marvel's Malibu/ Eternity Comics line. Later, Lewis created the Robotech: Hohsq's Story (1995), and Robotech Aftermath: Megaroad (1996) series for Academy Comics; he also wrote and illustrated the four-issue Gall Force: Eternal Story (1994 -1995) miniseries for CPM Manga, and colored, lettered, and produced many more CPM comics titles. From 1995 to 1997 Lewis wrote, drew, and edited Star Blazers: The Magazine of Space Battleship Yamato for Voyager Entertainment, Inc.'s Argo Press imprint and edited the Star Blazers Perfect Album sourcebook, also published by Argo Press. His most recent pure comics work was the comics novella "Dairooster 5!" and the short story manga "It Happened in the 7th Grade", both featured in 2002's Juku: A Comics Album. He also appears from time to time in other media, including magazines, newspapers, television and radio. He is currently a partner in the media firm Cheap Disposable Entertainment, Inc. and is the President of the Henderson Lewis Company.

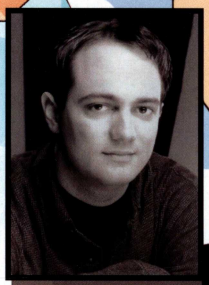
Bruce Lewis has been frequently cited in both the news media and literature of anime and manga in North America, including the standard references Dreamland Japan: Writings on Modern Manga by Frederik L. Schodt and Samurai in Outer Space by Antonia Levi. He is also a well-known and frequent speaker on the anime and manga convention circuit in the United States, and was Fansview.com's "Anime Convention Personality of the Week" for March 12, 2000.

An advertising artist and art director for some fifteen years, Bruce Lewis specializes in strongly iconic and stylized images in his design approach, a specialty inspired by his lifelong love for poster art. He currently works for a major publishing company in Dallas. His latest book, Draw Manga: How To Draw Manga In Your Own Unique Style was released in 2005 by Chrysalis / Collins & Brown / Barnes & Noble Publishing.

Doug Smith

Doug Smith started off doing graphical design work for companies like A.D. Vision after graduating from Art Institute of Houston in Texas while designing their VHS covers. Doug voiced the lead role of Kintaro Oe in the famous anime, Golden Boy. Even though Doug had no real prior experience in dubbing, his work as Kintaro made him well known and later other titles followed. Doug left Texas in 1999 and went to work with Studio Ironcat redesigning their cover material. Though he no longer works with Ironcat, Doug returned to Texas to continue his voice over talent as well as artwork for the industry as one of the best artists in the North American anime industry. Over the years he has earned a reputation amongst fans as being one of the most outgoing personalities of the community and is a staple feature at many North American anime cons. Feel free to go by his table and view his art or visit his website at: www.dougsmithart.com and see for yourself his latest art and other voice acting credits.

Mike McFarland



Please join us in welcoming Mike McFarland to his very first ACen! Mike got his start in anime as one of the first voice actors in Texas to be hired by FUNimation Productions in 1997. Notable roles include Master Roshi, Yajirobe, Android #8 and Pui-Pui in Dragon Ball and Dragon Ball Z, Baby and Baby-Vegeta in Dragon Ball GT, Goemon in Lupin The Third (Movie Specials), Ritsu Sohma in Fruits Basket, Havoc in Fullmetal Alchemist, Leo in Burst Angel, Bruce J. Speed in Galaxy Railways, as well as various roles in Yu Yu Hakusho, Blue Gender, Case Closed, Spiral, Kodocha, Baki the Grappler, Desert Punk, and Kiddy Grade. He has also worked with ADV Films on Parasite Dolls, Gantz, Shadow Skill, and Diamond Daydreams, and with Geneon on Ghost Talker's Daydream, Koi Kaze, and Rumiko Takahashi Anthology. As an ADR/Voice Director, Mike has worked on Dragon Ball Z, Yu Yu Hakusho, Case Closed, Dragon Ball, Galaxy Railways, as well as Fullmetal Alchemist, as seen on Cartoon Network's Adult Swim. ADR Scriptwriting credits include Fullmetal Alchemist, Kodocha, and the uncut versions of Dragon Ball Z.

Mike is also an accomplished improv comedian, musician, and has appeared in numerous commercials and independent films, including The Rage Within, House Of The Generals, the award-winning Schtickmen, and the upcoming Placebo. For more information, check out his web site at www.mikemcfarland.com.

Autograph Policy

Greetings Attendees,

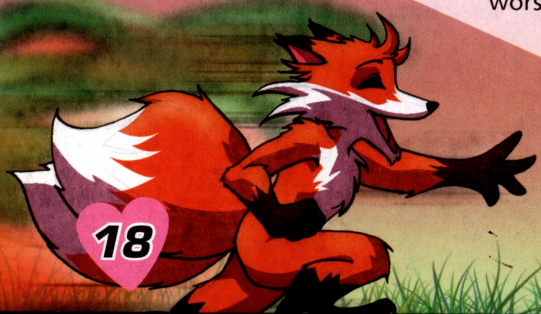
As much as we would like to be able to provide all attendees with an Autograph, it isn't possible. Please arrive to the autograph session in a timely manner in order to improve your chances.

Each session will have multiple guests at the same autograph table. Autographs are limited to one from each Guest at the session. Although the Guests love to chat with attendees, please try to keep conversation to a very minimum. If the staff feels that you have exceeded an acceptable amount of time they will ask you to move on. There are other people waiting for autographs; any conversation holds up the line.

There is a 1 item limit per guest. As much as we would love for you to get several items signed, there are simply too many people seeking autographs. Like talking with the guests, additional items hold up the line. In order to keep the autograph sessions to a reasonable amount of time, we have to place this limitation. If you would like additional items signed, you are more then welcome to get in line again, however as stated before, by standing in line does not guarantee that you will get an autograph if time runs out.

Don't forget that Saturday is the busiest day of the convention. If you are attending the convention for more than one day, you should try to catch the Friday or Sunday autograph sessions, as the sessions on these days are generally less busy.

The autographs are at the discretion of the Guest. So, be courteous. Be sure to read the Guest pages in the Program Book BEFORE the autograph session so that you are familiar with the Guest's work. It is rather embarrassing for the Guests to tell a fan that they cannot sign something because they did no work on said series/game/etc. Do not insist that the Guest sign something despite his/her reluctance to do so. IF YOU DO SO, you will be removed from the autograph session or worse. Please make sure all products are OFFICIALLY LICENSED products.



The Guests reserve the right to sign what they feel is appropriate. If there is any question regarding legitimacy of a product, please ask a staffer.

DO NOT ASK FOR A SKETCH.

How sketches to be distributed, IF AT ALL, is at the discretion of the Guest. Time willing, some may include sketches in their autographs.

As much as we would love for everyone to get a picture with the guest, it may not always be possible. The staff will inform you as you are standing in line if pictures are acceptable at the session.

In order to keep events on schedule, an autograph line may be terminated at any point. We apologize for any inconvenience. As much as we would love for each of you to get the autographs that you would like, we will not ask the guests to spend a large amount of time doing this, some guests may choose to extend their autograph sessions if it does not interferes with the schedule.

Stalking or harassing a Guest is grounds for expulsion from the convention. Please treat the Guests with respect.

Autographs may only be obtained at the autograph sessions. The guests often have a busy schedule and need to be in specific places by specific times. Autograph sessions are scheduled throughout the convention.

In order to be fair to others and respectful to the Guests, please refrain from requesting autographs while Guests are walking about the convention.

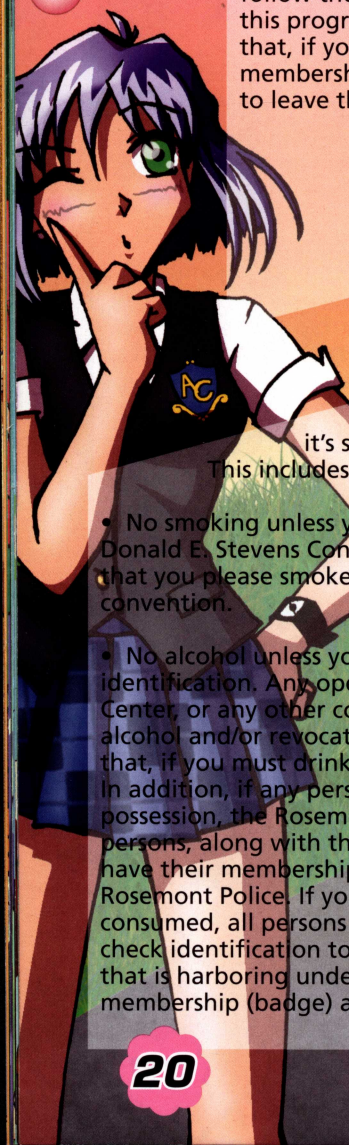
Enjoy yourself, and thanks for attending Anime Central 2006!

Rachel Sibio-Sanchez
Section Chief,
Guest Relations

Con Policies

Thank you for coming to Acen 2006! For those who are new, Welcome! For those who are returning, Welcome Back! As each year passes, we grow – not just in size and attendance, but in maturity as well. So, please be mindful of yourself and those around you so that, with these rules, every guest, staff member, and, of course, congoer, can enjoy themselves safely. We ask that you take a minute to review all the following rules so there will be no confusion over the guidelines. If you have any questions or need clarifications on these rules, please talk to any I.R.T. staff member, or visit the Customer Service desk.

By purchasing a membership (badge) you have agreed to follow the rules and guidelines set forth by Anime Central in this program book and in other places. You also acknowledge that, if you are responsible for breaking a rule, your membership may be revoked and you may be asked to leave the convention by Anime Central staff.

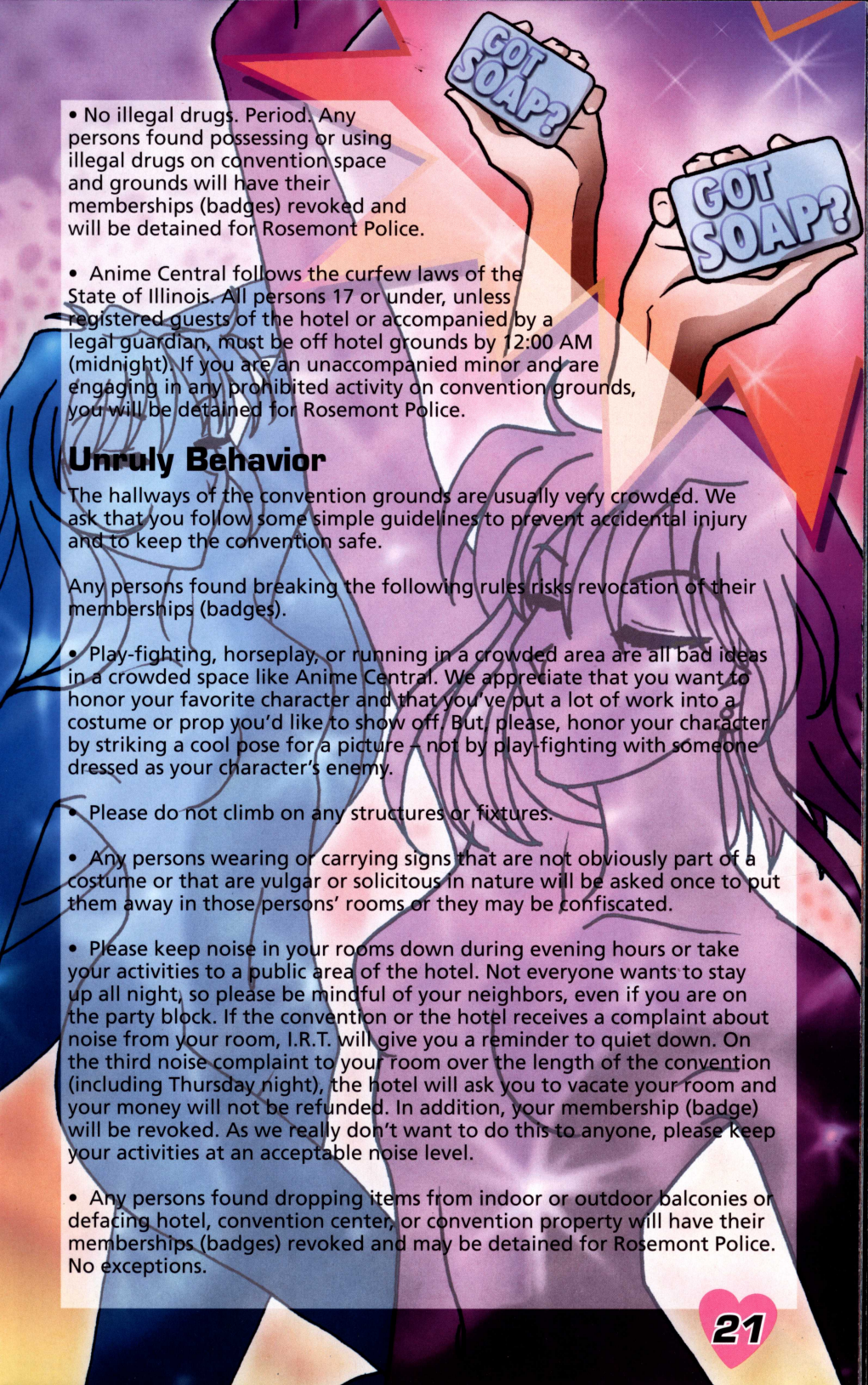


Illegal Activity

If it's against the law outside the convention, it's still against the law inside the convention. This includes, but is not limited to:

- No smoking unless you are 18 or older. The Hyatt Regency O'Hare and Donald E. Stevens Convention Center are non-smoking buildings. We ask that you please smoke only in the designated smoking areas during the convention.

- No alcohol unless you are 21 or older and can present state identification. Any open alcohol in public areas of the Hyatt, Convention Center, or any other convention space may result in confiscation of the alcohol and/or revocation of the possessor's membership (badge). We ask that, if you must drink, please do it in the hotel's bar or your own room. In addition, if any persons under 21 are found with alcohol in their possession, the Rosemont Police Department will be notified and those persons, along with the persons who provided them with alcohol, will have their memberships (badges) revoked and will be detained for the Rosemont Police. If you have a room party where alcohol is being consumed, all persons attending the party must be 21 or older. Please check identification to avoid misunderstandings. Hosting a room party that is harboring underage drinking may result in revocation of your membership (badge) and/or detainment for the Rosemont Police.



• No illegal drugs. Period. Any persons found possessing or using illegal drugs on convention space and grounds will have their memberships (badges) revoked and will be detained for Rosemont Police.

• Anime Central follows the curfew laws of the State of Illinois. All persons 17 or under, unless registered guests of the hotel or accompanied by a legal guardian, must be off hotel grounds by 12:00 AM (midnight). If you are an unaccompanied minor and are engaging in any prohibited activity on convention grounds, you will be detained for Rosemont Police.

Unruly Behavior

The hallways of the convention grounds are usually very crowded. We ask that you follow some simple guidelines to prevent accidental injury and to keep the convention safe.

Any persons found breaking the following rules risks revocation of their memberships (badges).

• Play-fighting, horseplay, or running in a crowded area are all bad ideas in a crowded space like Anime Central. We appreciate that you want to honor your favorite character and that you've put a lot of work into a costume or prop you'd like to show off. But, please, honor your character by striking a cool pose for a picture – not by play-fighting with someone dressed as your character's enemy.

• Please do not climb on any structures or fixtures.

• Any persons wearing or carrying signs that are not obviously part of a costume or that are vulgar or solicitous in nature will be asked once to put them away in those persons' rooms or they may be confiscated.

• Please keep noise in your rooms down during evening hours or take your activities to a public area of the hotel. Not everyone wants to stay up all night, so please be mindful of your neighbors, even if you are on the party block. If the convention or the hotel receives a complaint about noise from your room, I.R.T. will give you a reminder to quiet down. On the third noise complaint to your room over the length of the convention (including Thursday night), the hotel will ask you to vacate your room and your money will not be refunded. In addition, your membership (badge) will be revoked. As we really don't want to do this to anyone, please keep your activities at an acceptable noise level.

• Any persons found dropping items from indoor or outdoor balconies or defacing hotel, convention center, or convention property will have their memberships (badges) revoked and may be detained for Rosemont Police. No exceptions.

Cosplay/Props

Anime Central encourages cosplay – we like to see the fans and congoers support the culture that we love and are a part of. So, when you make your costume choices, be creative but please remember the following things:

- No lewd or vulgar remarks in any language.

- The costume must conform to local laws concerning indecent exposure.

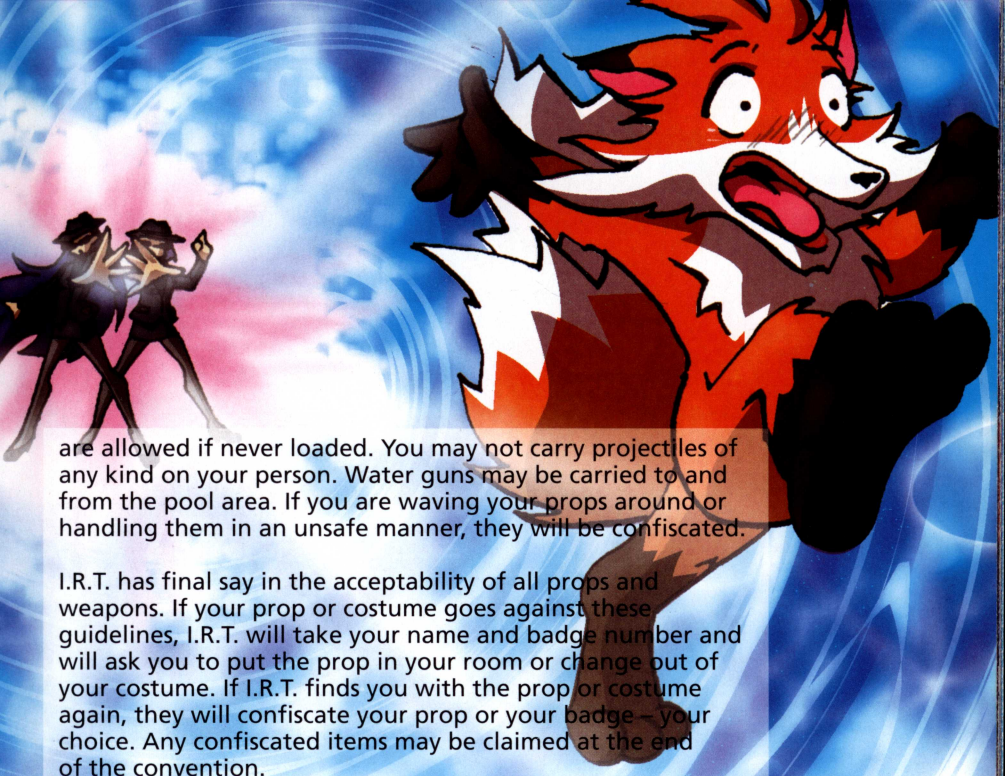
- Props must be approximately four feet (4') or under in length. If your prop is close to four feet in length, you may come to Customer Services to have it checked. In addition, an I.R.T. staff member may ask you to accompany him to Information Services to check your prop. If you are stopped by I.R.T. after the prop is marked by Customer Services as okay, just show them that you have already had it checked.

- Costumes may not have any harmful protrusions such as spikes or sharp edges. If your costume has any parts that might injure passers-by in a crowded hallway, please take care to remove them.

- No realistic weapons replicas or live steel are allowed. Period. "Live steel" means any object crafted from any metal with a pointed end or blade-like edge, blunt or sharp. No compound bows, crossbows, or traditionally-strung bows are allowed. If your costume calls for a bow, it must be a simple bow strung with a flimsy material such as yarn or twine. If you are worried about whether your prop may be considered realistic, please come to Information Services and have it checked. If you do not and are found carrying weapon replicas or live steel, your props will be confiscated permanently.

- These rules apply to hallways and convention spaces. For details concerning Masquerade entry rules, please refer to the Masquerade section of the program guide.

If you are handling your prop in a safe and responsible manner, you should have no problems. Nerf guns, water guns, and similar projectile weapons



are allowed if never loaded. You may not carry projectiles of any kind on your person. Water guns may be carried to and from the pool area. If you are waving your props around or handling them in an unsafe manner, they will be confiscated.

I.R.T. has final say in the acceptability of all props and weapons. If your prop or costume goes against these guidelines, I.R.T. will take your name and badge number and will ask you to put the prop in your room or change out of your costume. If I.R.T. finds you with the prop or costume again, they will confiscate your prop or your badge – your choice. Any confiscated items may be claimed at the end of the convention.

If you are law enforcement personnel and are required to carry a firearm, please ask Customer Services to contact I.R.T. so the convention will be informed of your presence and there will be no confusion.

In Closing...

Following these simple guidelines will keep you from getting into more trouble than you can handle with the convention, the hotel, and the city of Rosemont.

Please exercise common sense, consideration, and responsibility for your fellow fans, the hotel staff, convention staff, and other guests of the hotel. This makes a better convention experience for everyone. Please realize that I.R.T. is here to ensure that you have a safe and enjoyable Anime Central experience. If you feel unsafe at any time, please find an I.R.T. staff member and they will be able to help you.

Thank you for taking the time to read and follow these rules. I hope you have a wonderful time this weekend!

Chris King
Department Head
Incident Response Team

Registration

Hours of Operation

Thursday: 5 p.m. - 9 p.m.
Friday: 7 a.m. - 9 p.m.
Saturday: 7 a.m. - 9 p.m.
Sunday: 8 a.m. - 2 p.m.

Please note that all times are subject to change.

Badge Prices

Full 3-Day Badge: $50
Friday and Saturday: $30
Sunday: $25
Children 12 and under: Free with a paid adult. *(no more than 2 children per adult)*

Attendees will be charged an additional $15 if their check bounces. Attendees who do not reconcile outstanding charges with Anime Central and the Midwest Animation Promotion Society will be barred from future conventions until the debt is cleared. Any questions concerning this policy should be directed to the Registration Department Head.

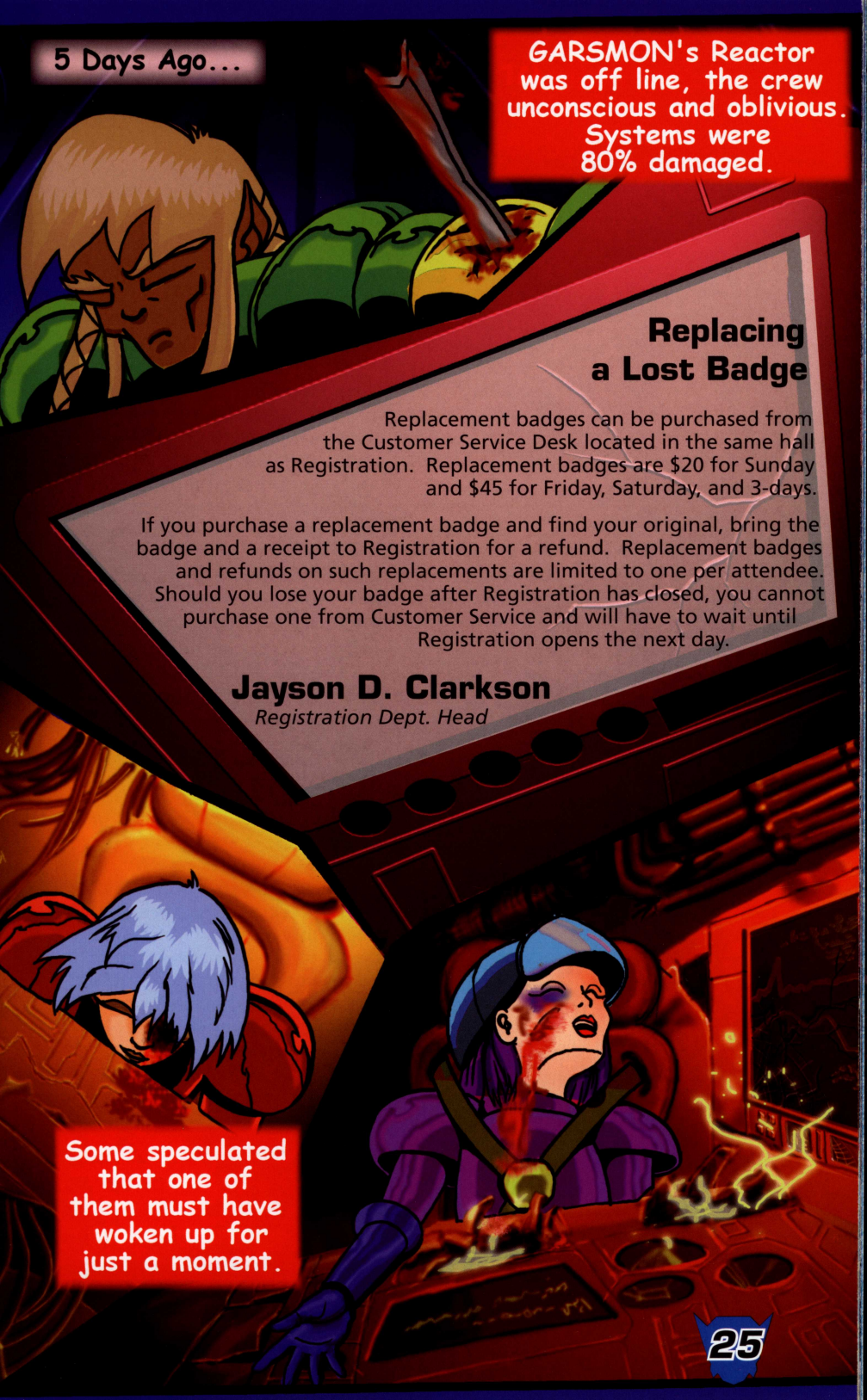
Badge Policies

Anime Central is not responsible for badges with misspelled names or nicknames due to illegible handwriting. Anime Central reserves the right to refuse to issue a badge with offensive nicknames. Registration Staff shall make the decision as to whether or not a requested nickname is offensive. Attendees are reminded that Anime Central is a family-friendly convention.

Lost Badge Policy

Should you lose your badge over course of the weekend, you need to purchase a replacement badge or you will be denied entry into Anime Central Events. We will have to verify your identity in both the database and physically (via a photo ID) in order to re-issue a badge.

There are several questions that our Heroes may never be able to answer.


5 Days Ago...
GARSMON's Reactor was off line, the crew unconscious and oblivious. Systems were 80% damaged.
Replacing a Lost Badge
Replacement badges can be purchased from the Customer Service Desk located in the same hall as Registration. Replacement badges are $20 for Sunday and $45 for Friday, Saturday, and 3-days.
If you purchase a replacement badge and find your original, bring the badge and a receipt to Registration for a refund. Replacement badges and refunds on such replacements are limited to one per attendee. Should you lose your badge after Registration has closed, you cannot purchase one from Customer Service and will have to wait until Registration opens the next day.
Jayson D. Clarkson
Registration Dept. Head
Some speculated that one of them must have woken up for just a moment.

Art Show / Artist Alley

Others thought it may have been a surge of built up static electricity

Art Show

The ACEN Art Show is a place for amateur and professional artists to display and sell 2D and 3D artwork. The subject matter for works in the Show runs the same wonderfully wide range of topics you'll find in anime itself: everything from sci-fi and horror to comedy and fantasy. The Art Show, located in the convention center near Registration, includes original and fan art from many different artists in an amazing range of media. In addition to flat artwork, the art show also displays 3D items. In the past, the list has included painted plastic and resin model kits, stained glass, fabric art, dolls, wood burning and carvings, and spectacular sculpture. The silent Art Auction that accompanies the show features works that are for sale and that receive multiple bids throughout the art show.

In addition special 'surprise' pieces have been known to make their appearance here. Stop by the RCC and check it out!

Artist Alley

The ACEN Artists' Alley is a space where artists and artist studios or working groups can exhibit and sell their work. Interested in meeting a fan artist who is attending the convention, or in picking up some cool original artwork? Want to commissioning artwork? Then check out Artist Alley, next to Registration in the Rosemont Convention Center!

Maybe it is something much more profound and simple.

A monk once said "Everything has a soul."

Masquerade/Info/Exhibit Hall

Masquerade

Masquerade Office will be in the Cyprus Point room this year.

Friday's Hours

9 AM-Noon:	Check In/Sign Up
1 PM-3 PM:	Skit Review
3 PM-5 PM:	Check In/Sign Up
6 PM-8 PM:	Skit Review

Saturday's Hours

9 AM-11 AM:	Check In ONLY
11 AM-1 PM:	Skit Review
1 PM:	Office Closes

Sunday's Hours

10 AM-Noon:	Masq. Feedback

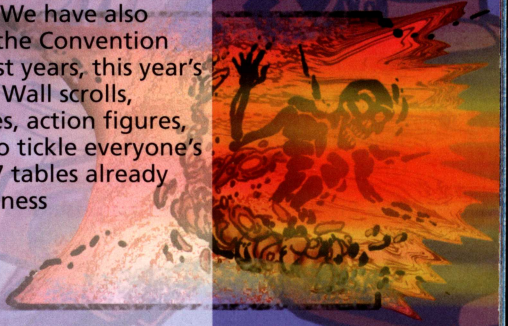
Customer Service

We've changed this year! We now have 3 locations: Convention Center, Hotel Main Lobby, and the Forum Board Room on the 2nd floor. Our booth in the hotel lobby will be for more than just answering questions and directions.

Please stop by to see what we can do for you. Our table at the Forum Board Room will be for Lost and Found and Replacement Badges. If you lose or drop something please stop by this booth to see if someone has turned anything in.

Exhibit Hall

Welcome to the ACEN 2006 Exhibit Hall! We have also moved this year, and will be in Hall G of the Convention Center just next to Registration. As in past years, this year's Exhibit Hall has something for everyone. Wall scrolls, DVDs, games, apparel, manga, collectibles, action figures, models, plush toys; we have something to tickle everyone's fancy. With over 70 vendors and over 137 tables already reserved, it is sure to be a buffet of goodness for everyone to enjoy!



Our hours of operation are as follows:

Friday, May 5th – 12 PM to 7 PM
Saturday, May 6th – 10 AM to 6 PM
Sunday May 7th – 10 AM to 3 PM

We look forward to seeing all of you there!

Acen Dances

Underground Groove@Acen 2006 - Grand Ballroom A&B

Friday night is party time and there's no better place to get jumping that at Underground Groove@Acen, hosted by WHPK 88.5FM Chicago radio personality, Beryl Turner. Featured DJs include, Johnny Love (The Opaque Project), DJ Khek (Saiyjin Imports), and DJ OPM (Halsted Street Productions). *More DJs to be announced.*

In addition, come see the finals of the ACen 2006 DJ Competition. Come and cheer on our DJ contestants as they battle it out for prizes, bragging rights, and the chance to spin tomorrow night at the Soap Bubble! Prizes for our winning DJs will be lovingly provided by Manga Entertainment, Inc., Gramaphone Records (www.gramaphonerecords.com) Chicago, and ACen's crack squad of Award Ninjaz!!

Friday from 10:00PM until ?

Soap Bubble 2006: An Electronic Affair - Main Programming

Electro-dance, electro-pop, electro-funk, or electro-disco; it's all live here. This year, Anime Central, Manga Entertainment, Inc., Saiyajin Imports, and Groove Solutions, Ltd, present Soap Bubble 2006: An Electronic Affair.

The Electric groove will be provided by ACen residents, DJ Khek (Sayijin Imports), Jon "Sugar-daddy" Sugerman (yes, our Con Chair is cooler than yours, cause he spins Industrial and Techno!), and Beryl Turner (Groove Solutions, WHPK 88.5FM Chicago). Also the winner of the ACen 2006 DJ Contest will be showing off his skills tonight. In addition, we are featuring a special mix set by DJ Greg Ayres, and a very special opening performance by PLID.

Saturday from "Ten-Pee-Em" until we say get out!

FIN

WEEKLY SPECIALS
DAILY DEALS
GREAT BARGAINS

APPAREL • BAGS
FIGURES • PLUSHIES
WALL SCROLLS

DVDS • MANGA • UMDS
SOUNDTRACKS • JPOP
ART BOOKS • NOVELS

THE RIGHTstuf INTERNATIONAL, INC.
YOUR ONLINE ANIME SUPERSTORE

Can't find what you're looking for at your local store?

GET EVERYTHING YOU WANT ALL IN ONE PLACE!

rightstuf.com
1.800.338.6827

THE OLDEST, MOST RELIABLE ANIME SOURCE OUTSIDE OF JAPAN

NINJA NONSENSE
THE LEGEND OF SHINOBU

COMING SOON!
ninja-nonsense.rightstuf.com

Ninja Nonsense is © 2004 Ryoh-ichi Koga / Mediaworks / Ninin ga Shinobuden Production Committee.

EVIL THINGS COME IN CUTE PACKAGES.

Di Gi CHARAT™

The Original Series

Synch-Point

www.bro-usa.com

Children's Programming

Anime Central is excited to announce its first ever Children's Programming! As a family-friendly convention, we want to share our love of anime and of Japanese culture with children of all ages. Through our three full days of video programming, workshops, and other special events, we hope to provide an environment where kids can be both entertained and enriched. Most especially, we want them to feel like they have a space to call their own.

We are very pleased to have a wide range of talented and knowledgeable presenters, including renowned anime voice actors and directors, talented local, and nationally known anime and manga artists, local experts on cosplay, dance specialists, and special Japanese guests who will share their creative talents, as well as insights into their wonderful culture. We also have an experienced and dedicated staff who love kids and want to help them have the best experience possible.

Children's Programming offers twenty-one hours of kid-friendly anime video programming, a series of educational workshops on anime drawing, the history of anime, cosplay, Japanese arts, culture, language, and dance, and fun events like an art contest, a trivia game, and a cosplay party. Our drop-in art & social room is a place for kids to make a Japanese craft, work on their anime art, play Yu-Gi-Oh, hear a Japanese folktale, or just to socialize with other fans. Please check your pocket guide for hours of operation, and full details of our programming. We hope to see you there!

Art Contest (for ages 4-14):

Bring your original anime and manga inspired art to Augusta B for our Acensational Art Contest! All entries will be put on display and will be judged by guest artists. Awards will be given for three age categories in a ceremony at 4:00 on Saturday.

Note: All entries must be submitted by 3:00 p.m., Saturday. One entry will be accepted per child.

Special Note: To ensure their safety, children 12 and under must be accompanied by a parent or adult guardian at all times while in Children's Programming.

Thank you!

What is Anime & Manga?

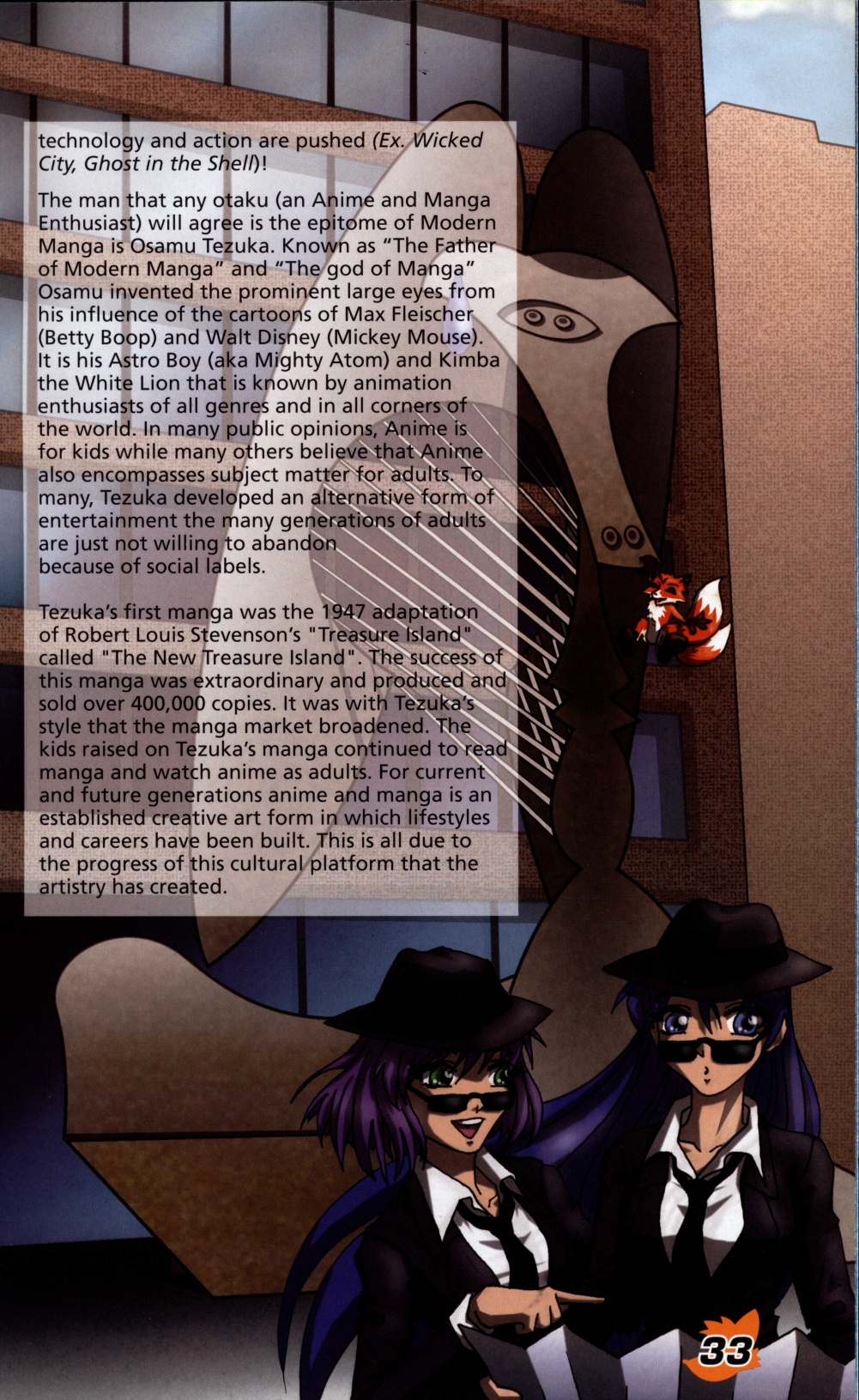
For attendees unfamiliar with these terms, Anime Central would like to first define these art forms with a brief history explaining the style of this booklet.

Anime is the simple translation of the word "animation" into Japanese. In its early period becoming an established art form in America and the world, Anime became the definition which described Japanese Stylized Animation (also sometimes called Japanamation). The classic features that support this style is the prominent placement of large eyes (most popular feature known around the world), abnormal color hair, expressions and body design.

Today the word Manga represents the comic book or any printed versions of Japanese Stylized Illustration. In the beginning, the word Manga was coined in 1815. The renowned woodblock artist Hokusai used two Chinese characters; man which means "lax" and ga which means "picture". This word was then used to describe his illustrated doodles. Although, anime is the most popular form of this artistry in America, manga has actually been a staple of Japanese Culture for several centuries prior.

It wasn't until the 19th century that consumer culture became a perfect time for manga to flourish. Just like today, the types of interest depicted in manga showed the range of people and walks of life of those who purchased it. The varieties spanned from humor, romance, fantasy, and drama to that of adult entertainment.

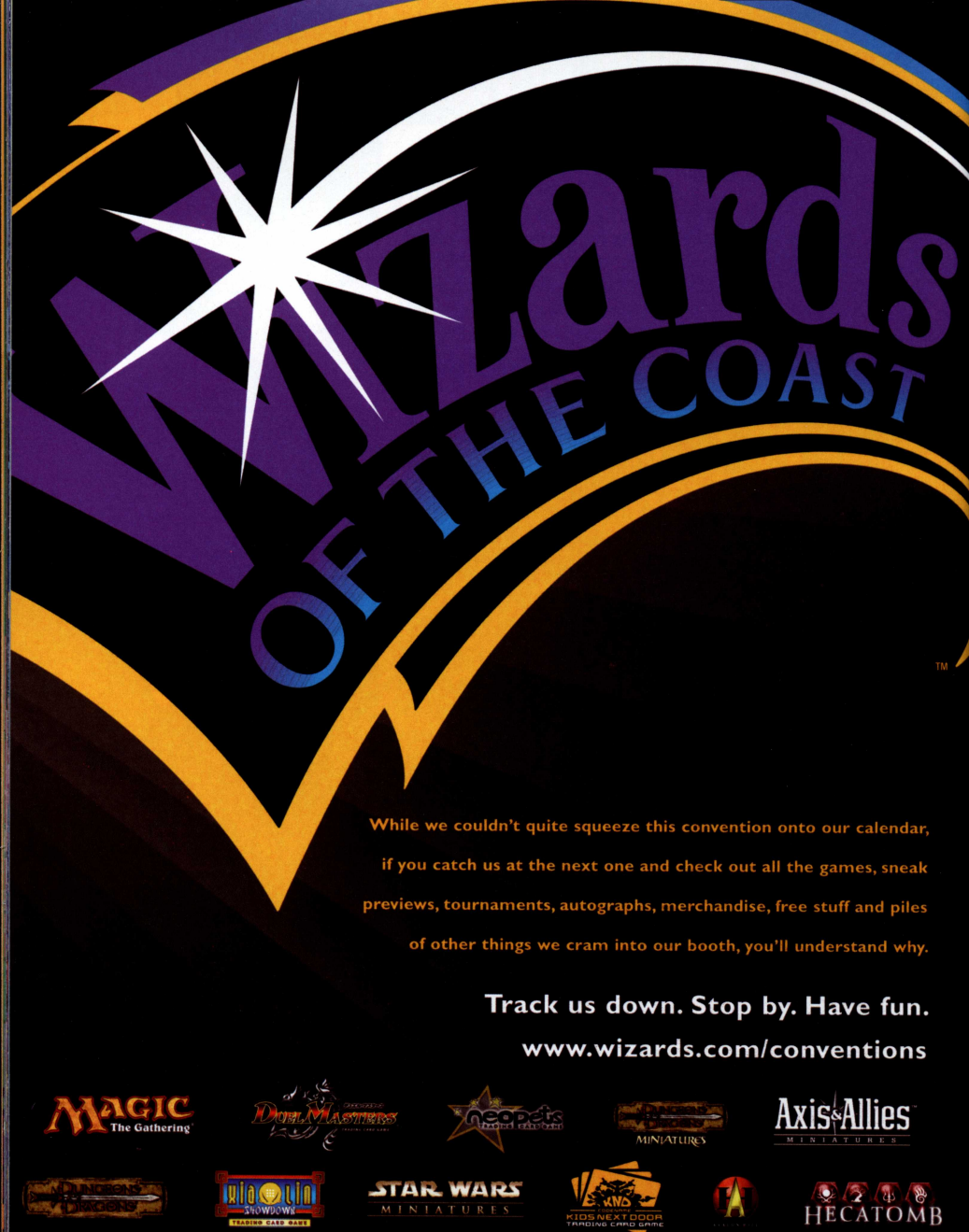
Comedy, even if one isn't sure of Japan's cultural humor the visual characteristics such as Chibi (Super-Deform) makes up for it in the end! *(Ex. Ranma ½, Doramon)*. Action, called Shonen (Shounen) is Japanese for "young boy". It is the genre with the highest mass appeal. It delivers action and adventure to those who crave it most *(Ex. Full Metal Alchemist, Cowboy Bebop)*. Shojo (Shoujo) literally means "young girl". Supplying ample amounts of romance and relationship type storylines to keep the hopeless romantic going forever *(Ex. Sailor Moon, .hack//Legend of Twilight's Bracelet, Kodocha)*! Mecha (Mecca) brings out an all out feeling of Action-packed drama as it focuses on cool shots of machines transforming into to amazing artillery weapons and robotic suits of armor *(Ex. Transformers, Robotech and Voltron)*. Sci-fi the broadest genre encompassing the proceeding genres, is the most diverse. It leaves the imagination open to the impossible and even the ridiculous as extremes of spirituality, sexuality,



technology and action are pushed *(Ex. Wicked City, Ghost in the Shell)*!

The man that any otaku (an Anime and Manga Enthusiast) will agree is the epitome of Modern Manga is Osamu Tezuka. Known as "The Father of Modern Manga" and "The god of Manga" Osamu invented the prominent large eyes from his influence of the cartoons of Max Fleischer (Betty Boop) and Walt Disney (Mickey Mouse). It is his Astro Boy (aka Mighty Atom) and Kimba the White Lion that is known by animation enthusiasts of all genres and in all corners of the world. In many public opinions, Anime is for kids while many others believe that Anime also encompasses subject matter for adults. To many, Tezuka developed an alternative form of entertainment the many generations of adults are just not willing to abandon because of social labels.

Tezuka's first manga was the 1947 adaptation of Robert Louis Stevenson's "Treasure Island" called "The New Treasure Island". The success of this manga was extraordinary and produced and sold over 400,000 copies. It was with Tezuka's style that the manga market broadened. The kids raised on Tezuka's manga continued to read manga and watch anime as adults. For current and future generations anime and manga is an established creative art form in which lifestyles and careers have been built. This is all due to the progress of this cultural platform that the artistry has created.


Wizards
OF THE COAST
TM
While we couldn't quite squeeze this convention onto our calendar, if you catch us at the next one and check out all the games, sneak previews, tournaments, autographs, merchandise, free stuff and piles of other things we cram into our booth, you'll understand why.
Track us down. Stop by. Have fun.
www.wizards.com/conventions
MAGIC The Gathering
DUEL MASTERS
neopets
MINIATURES
Axis & Allies
MINIATURES
DUNGEONS & DRAGONS
KIA LIN SHOWDOWN
TRADING CARD GAME
STAR WARS
MINIATURES
KIDS NEXT DOOR
TRADING CARD GAME
HECATOMB

© 2006 Wizards of the Coast. Magic: The Gathering, Dungeons & Dragons, Hecatomb, and their respective logos are trademarks of Wizards of the Coast, Inc. in the USA and other countries. Duel Masters and its logo are TM and © Wizards/Shogakukan/Mitsui-Kids. Avalon Hill, Axis & Allies, and their respective logos are trademarks of Hasbro, Inc. Used with permission. All rights reserved. NEOPETS, and all characters, logos, names, and related indicia, are trademarks of NeoPets, Inc. © 2006. All rights reserved. Used with permission. © 2006 Lucasfilm Ltd. & TM. All rights reserved. CODENAME: KIDS NEXT DOOR and all related characters and

acen swag

ACen Merchandise

Official Anime Central Merchandise for purchase at the Merch Booth located in the Stephens Convention Center's Hall G!

- Sweatpants
- Urban Brief Bag
- Compu-Backpack
- "Glomp Me" Panda
- Two Color Neck Pen
- Soap Bubble Bauble
- Clipboard/Scrapbook
- "Hoodie" Sweatshirts
- Blue Lit Star Necklace
- Car License Plate Frames
- Dome "Chibi Chubby" Lanyard
- Cosplayer's Badge Holder/Wallet
- "ACen Otaku" Cooling Headband

ACen 2006
Con Shirt
by
Junko Mizuno

ACen 2006
"Got Soap?"
Shirt
by
Studio Tavicat

ACEN Staff

MAPS Board of Directors

President
Rachel Sibio-Sanchez
Treasurer
Eva Snyder
Secretary
Matt Hong
Directors
Maria Rider
Scott Rider
James Sebastian
Audra Apke
Brent J. Warren
Karen Lacey

Convention Officers

Con Chair
Jon Sugerman
Vice-Chair
Becky Sibio
Secretary
Frank Sanchez
Treasurer
Eva Snyder
Chief of Staff
Karen Lacey

Marketing & Communications

Section Chief
P. Locke Bekiaris

Merchandising

DH:
Christopher A. Deiters
ADH/Awards Coordinator:
Charles Patton
ADH:
Christopher Ian Munn
Staff:
Rob Collini
John Favaro
Ginger Ann Rees
Webster Snow Jr.
April Leonard

Customer Service

DH: Josh Hedlund
ADH: Orlando Belisle Jr.
Jason Alm
Mat McPeak
Shaun Harris
Justin Wong
Karen Sullivan
Ian Kimmel
Michael Lai
Jina Hong

Publicity / Public Relations

DH: Katherine Schultz
Publicity ADH:
Matthew K. Heermann
Press ADH:
Courtney Segota
Staff: Victor J. Walter

Production

DH: Peter V. Grabas
Print Logistics ADH:
Charles D. Moisant
Project Mngr. ADH:
Alysia Robinette
Artists:
Jason Dai
Leyann Winkelmann
Addie Afable
Laura Anderton
Production Designer:
Eric Berry
Web Staff:
Kyle Speck
Patrick Conley
Production IT:
Jeff Hisson
Newsletter/Blog Staff:
Bal Brian Vasquez
Landon Fry
She'ry DeNae McKee

Visual Services

DH: Allan G. Reilly
ADH: C. Mark Herman
Ronald Ladao
Matt Newman
Jennifer Rusciano

Art Show / Artist Alley

DH: Rosa Halcomb
Artist Alley ADH:
Chris Marotta
Art Show ADH:
David Davenport
Staff Artist:
Dirk I. Tiede
Staff:
Dan Ichinose
Shelly Bergquist
Kateland Haas
Jesica Ward

Operations

Section Chief
B. Jackson Turner III

Convention Ops

DH: Anthony Ham
ADH: Greg Slota
Tom Anderson
Damien Heiser
Jeffrey Sica
Chris Oakley
Joe Gunnell
Brickie R. Bowman
Alberto Calez
Base Finance Asst:
Rushanne Mannchen

Hospitality

DH: Brent J. Warren
Staff Suite ADH:
Shannon Siebert
Staff Suite ADH:
Greg Howe
Staff:
Marissa C. Jackson
Chris Cohen
Adam Dapper
Lindsey Forehand
Christine Battin
Roberta Siebert
Lindalee Stuckey
Eric Kochanski
Irenka Carney
Kelsey Morse-Brown
Todd Shultz
John Beatty
Tracy Lawler
Tom Tritthardt Jr.
Angelo Brown
Robert Thorpe
Ke Roth
Lauren Thomas

I.R.T. - Incident Response Team

DH: Chris King
ADH Escort Services:
David West
ADH Rules Enforcement:
Taz F. Dobbin
ADH / Emergency Medical Services:
Joel Eastlund
Team Lead / Rules Enforcement:
Phillip Hooper
Team Leads /Comm./ Records:
Eli Morris-Heft
Jynell Greenfield
Team Lead / Crowd Control:
Nathan Musur
Personal Asst. to DH:
Christina "pixie" Marie Walker
EMTs:
Stephen Wise
Crystal Goehrs
Greg Ivy
Maureen Golden
Staff:
Keith Perkins
Joe Marks
Ahmed Abushalanafah
Matthew Carroll
Emily Crowe
David Edwards
Chris Feldman
Matt Harbage
George Missirlis
Desmond Naranjo
Mattie Redmer
Douglas Riley
Bryan Ross
Barry Schechter
Edward Schmidt
Charles Schramm
Nikki Sparks
Reynaldo Tosoc Jr.
Richard West
Jennifer Seidler
June Kim
James Noncek
Scott Mellor
Thomas Voit
Elizabeth Bauer
Dana Sheilds
Matthew Donovan
Jonathan Scotese
Randall Ward
Joshua Przybylski
Martin Tizura
Richard Lambert
Thomas Conroy-Runyon
Alexandra Hoile
Jason Hammed
Erick Leong
Kathleen Zier
Robert Rolnicki
Patrick Finnegan
Kimberly Anderson
Lee Lariosa
Daniel Wibicki
Michael Lindsey
Joseph Wasiqi
Daniel Norton
Andrew Garza
Robyn M. Downer
Willie Young
Jeanine Chieppa
Daniel Maschmeier
Benjamin Willes
Andrew Rusterholz
David Fisher
Dave Vanden Noven
Amber Williams
Andrew Holmblad
Allen Castillo
Neil Beiriger
Holly Morgan
Max Jeske
Ashley England
Tiffani Carter
Jason Wray
Stephen Dixon
Darnell Morish
Shawn Blaszak
Anthony Gibas
Chloe Johnson-Vinion
Laura Cassil
Cody Williams
Chris Duggan
Ronin
Desmond Baily
Chris Studt
Rebecca Frank-Hogren
Art Sangurai
Francisco Luna
Jonathan Mitchell
Jeffery Bauer

Logistics
DH: Aurthur Eckert
ADH: David Chisholm
Chris Dundon
David Ordonez
Israel Quiles
Ellisa Oliva

Volunteers
DH: Audra Apke
ADH: James Sebastian
Alan Resendiz
Brian Schneidewind

Convention Site Relations
DH: Brandi Martin
Hotel ADH:
Margaret McDougall
Con Center ADH:
David Choi
Satellite Venues DH:
Ken Leiding

Exhibit Hall
DH: Rob Hogan
ADH: Khris Shouji Gaines
ADH: Janet Pace
Alexander Jacob Varga
Miguel Arroyo
Charles Price
Krissy Fogarty
Amy Lynne Holland
Jim Corsello

Registration
DH: Jayson D. Clarkson
Staffing ADH:
Artie Tessmann
Software ADH:
Sean Lee
Hardware ADH:
Mike Wood
Reg. Advisor:
Catherine Ng
Reg. IT:
David Blondell
Darren Zheng
Bonnie Szeto
Claire Pieterek
Jeff Nelson
Maggie Chung
Boris Tse
Kale Jones
Chuck Hinson Jr.
Angela Butler
Karen Schmitz
Lance C. Coil
Jessica Nelsen
Matthew Abeli
Jessica Lightfoot
Michelle Fuscone
Adam Krone
Jennifer Krause
Cassie Dyson
Andrea Watson
Julius Bell
Jenny L. Allen
Anthony Huynh
Tony Julian
Mark Oyos
David Alan Evans
Charles Chou
Stan Bundy
Kristen Pritchett
Julie Perkins
Thomas Henry Packard
Ken Spensley
Jamie Lano
Kim Stetina
Felicia Oh
Jen Bak
Jennifer Kei Stone
Bret E. Knickerbocker Jr.
Alexander Salopek
Christopher David Carroll
Andrew Kieta
Vince Lopez
Ruth Johnston
Sam Yuen
Timothy Yuen

A/V Tech
DH: Tim Leverston
ADH: Tony Ward
Charles Miller
Brian McNaughton
Cheryl See
Roy Martinez
Matthew Sucre
Devan Danber
Jack Manansala

Programming
Section Chief
Keith Hays
Asst. Section Cheif / M.C.
Isaac Sher

Main Programming
DH: Jason Jenson
ADH: Devon R. Stokes
ADH: Gendo Landmann
Staff:
Frank Ketter
Gretchen Sher
Loree Viola
Dustin Majewski
Robb Beddia
Joshua Mundt
Ross Cutler
Steph Reinke
Venus Sanders
Justin M. Hoffman
Zac Rossiter
Peter Zimmer

Panel Programming
DH: Sam Chen
ADH: J. Lynn Hunt
ADH: Justin Telman

Charity Event Coordinator:
Nichole Campbell
Chris Pable
Ryan Dinkelman
David Weiser
Leah Clark
Alex Bauer
Rachael Miller
Jared Sangeorzan
Elizabeth Joachim
Children's Programming Head:
Arwen Areyzaga
Children's Programming Staff:
Amber Zimmer
Juliet A. Youngren
Melissa Bradford
Nefititi Blakely
Gabrielle Coil

Video Programming
DH: Steve Krzak
ADH: Dena Strong
Adam Grossman
Doug Adkins
Doug Atkinson
Jason Dinkins
Josh Medin
Thomas E. Krzak
Kathleen Fuller
Nicole Yates
Rachel Miller
Dayton Williams
Rob Watson
Damon Jackson
Gary Adkins
Dan Skelton
ADH/AMV Coordinator:
Julius Najzer
AMV Staff:
James Sanjurjo
Michelle Park
Nathaniel Silverthorn
Chris Beech
Dan Milliken

Gaming
DH: Ryan Martin
Arcade ADH:
Joseph Trinidad
Console ADH:
Laura Bronkhorst
Table-top ADH:
Mark Tassin
Video Gaming Staff:
Rachel Bronkhorst
Pernell Vaughan
Malcom Cuffie
Adam Kim
Jenny Williams
David Praster
Chris Curran
Charles Donahue
Robert Nagaro

Table-Top Gaming Staff:
Joanna Tassin
Matt Berry
Adam Miller
Richard Levitski III
Rich Valdez
Branden Perkins
Alana Siebert
Ryan Anderson
Alex Bailey-Mathews
Amy Beezhold

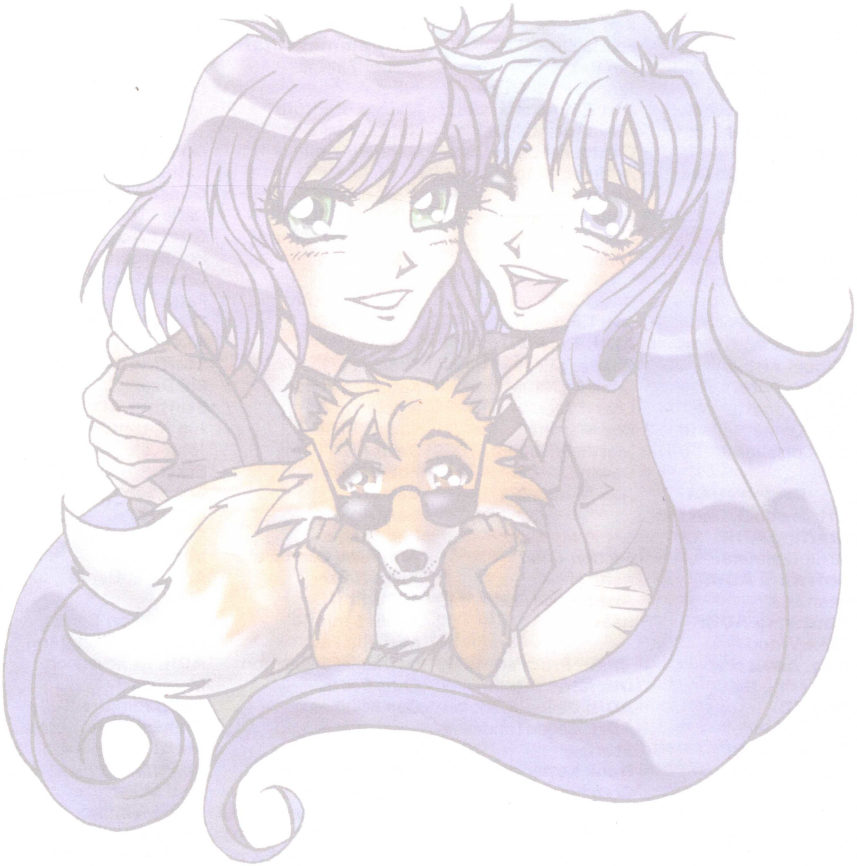
Guest Relations
Section Chief
Rachel Sibio-Sanchez
Asst. Section Cheif
J.M. "Shouryu" Nohe

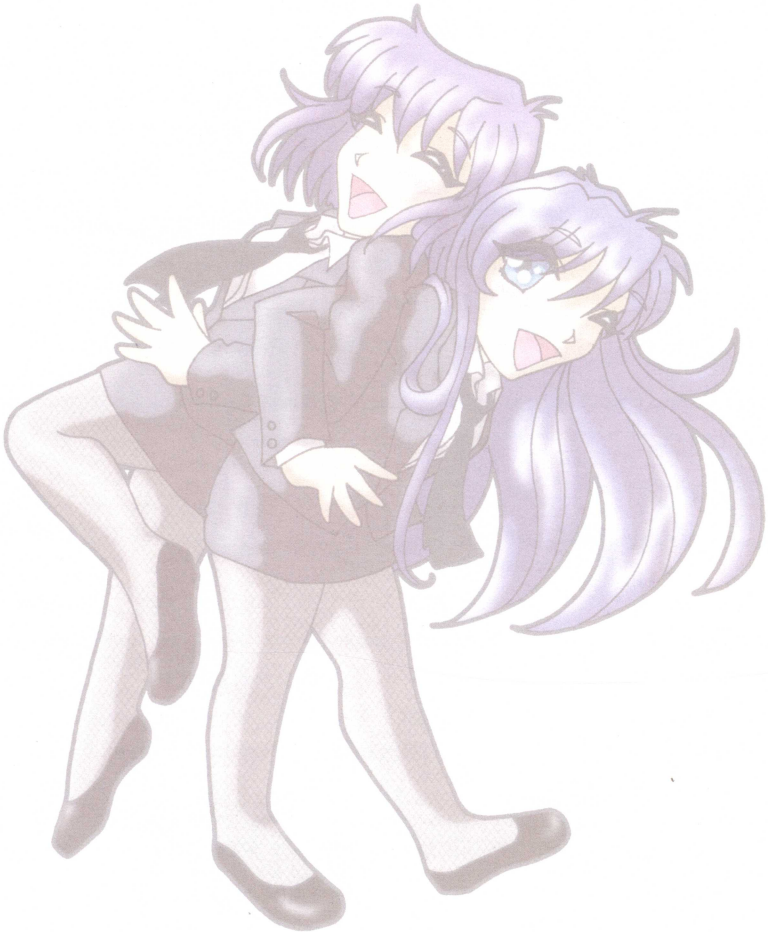
Guest Relations
Guest Acquisition DH:
Katherine Goodman
Guest Acq. ADH:
Katie Vruggink
Guest Acq. ADH:
Eric Bergan
Guest Social Liaison:
Patrick Gannon
Guest Social Liason ADH: Nate Lee
Staffing Director:
Rik Dean
Staffing ADH:
Jon Mittendorf
John Lee
Staff:
Brian Sebby
Brian Ho
Allen Scheuer
Vitas Mockaitis
Amber E. Uecke

Green Room
DH: Maria Meintanis
ADH: M. Rhyannon Morrigan
Host: Jomjitre "JJ" Zimmerman
Staff:
Jin Feldman
Neill Miller
Tony Meintanis
Kris Hays
Stephanie Roberson

Interpreters
DH: Chizuko Tsukamoto-Jaggard
ADH: Takeo Minami
Interpreters:
Seiji Tanaka
Mari Kasanuki
Mie Kasanuki
Yuka Okada

Autographs





Colophon

A number of people have worked hard to make the publications, newsletter and web site come to life this year and it is with gratitude and appreciation that I say thank you. Without the hard work and talent of staff and volunteers our convention cannot be a reality. The many people that have contributed their inspiration and perspiration toward the website and our printed projects so far are listed in alphabetical order below. Perhaps we'll see your name next year.

Addie Afable: staff artist *(pages 6-11 art and story)* www.artisticdragon.com

Laura Anderton: staff artist *(pages 12-17, 31 art and story)*, www.laura-anderton.com

Eric Berry: production designer *(Layout Color Program book, Staff Badges)*, ericvberry@gmail.com

Patrick Conley: staff image editor *(Website, Staff Badges)*

Jason Dai: staff artist *(pages 1-5 art and story)*, animexcel@hotmail.com

Charles D. Moisant: assistant DH, staff artist, *(Pages 24-28, 40 Story and Art with assistance from Nivard)*, www.silverphoenix.net

Landon Fry: newsletter staff, Landon.Fry@gmail.com

Peter Grabas: department head, art director, www.finengraphic-arts.com

She'ry McKee: newsletter staff/writer *(page 32-33 content)* poetessx@hotmail.com

Alysia Robinette: assistant DH *(Layout Pocked Guide)*, www.kumateworks.com

Kyle Speck: staff web developer, newsletter staff http://webpages.charter.net/binxbrigandine/ksportfolio

Brian Vazquez: newsletter staff/writer, pleasandthankyous.blogspot.com

Leyann Winkelmann: staff artist *(pages 18-23, 32-33, 38-39 Story and art)*, leyannwink@aol.com

Hector Barajas: volunteer artist, http://imsodeaf.tripod.com/ sodeaf@yahoo.com

Denise Jones: volunteer artist *(page 35 art)*, www.eversummereve.com

Ken Leiding: volunteer, web developer and producer

Phillip Moy: volunteer artist *(Cover Art)*, www.philipmoy.com

Jeffrey Moy: volunteer artist *(Cover Colors)*, www.jeffreymoy.com

and all the DH's who have contributed content and advice.

Program book printed by Grey Entertainment, Charles D. Moisant

Although they have a specific title I have found that their talent and skills cannot be contained within the simplicity of those titles.

"If extraordinary things happen it is due to extraordinary people".

Sincerely,

Peter Grabas

Production Department Head

Colophon: *(As defined in Meriam Webster's Dictionary)*

1: an inscription placed at the end of a book or manuscript usually with facts relative to its production

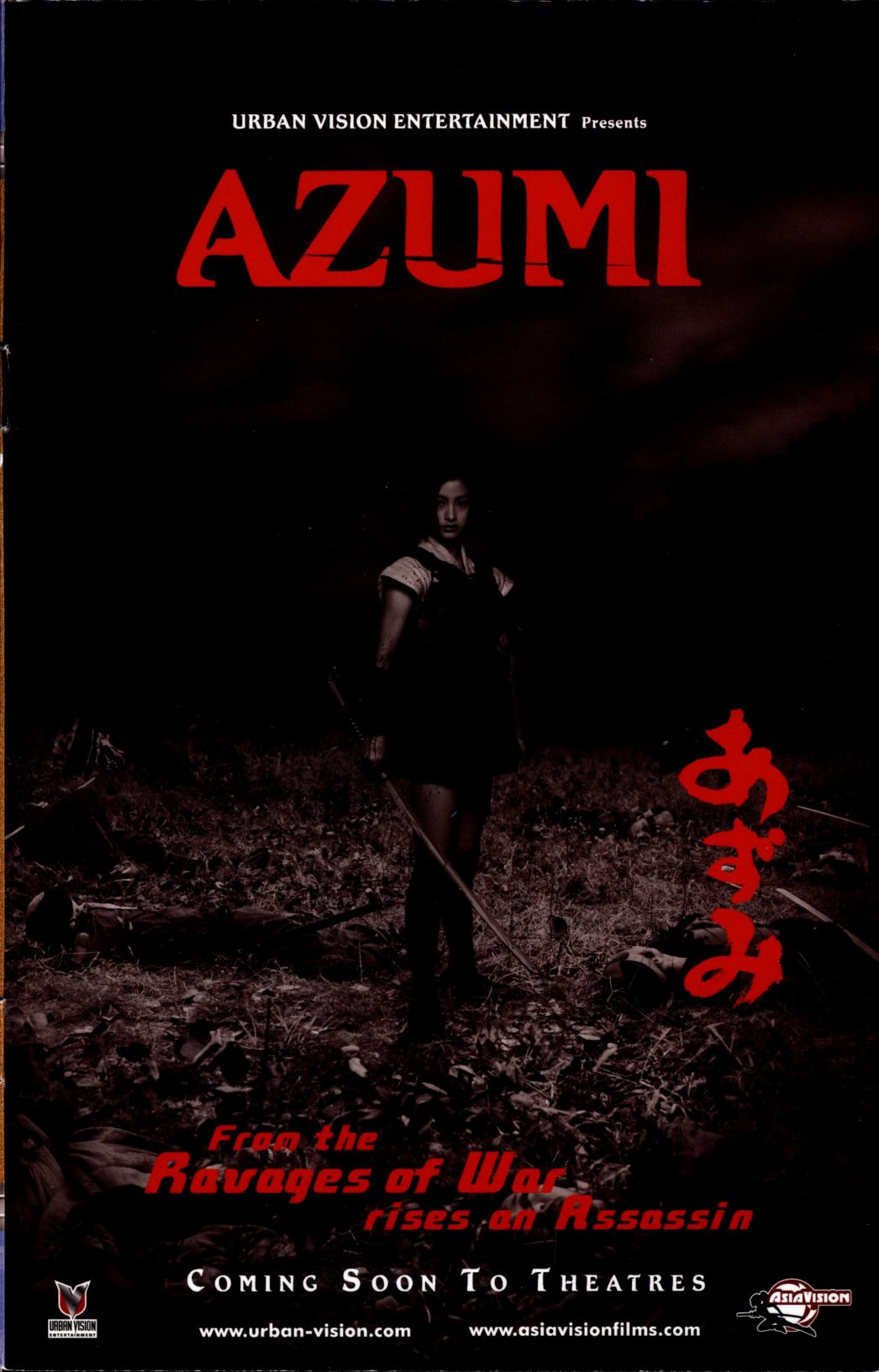
2: an identifying device used by a printer or a publisher

TOP SECRET
EYES ONLY 40 PRIZED
25464SSDV SRXS BRFAS GSFB FF

GARSMON BATTLE ROID
DRWG 13A.2
25464SSDV SRXS BRFAS GSFB FF

URBAN VISION ENTERTAINMENT Presents

AZUMI



From the
Ravages of War
rises an Assassin

COMING SOON TO THEATRES

URBAN VISION ENTERTAINMENT

www.urban-vision.com

www.asiavisionfilms.com

ASIAVISION

From the director of Fruits Basket!

ANIMATION RUNNER KUROMI 2

SPECIAL SCREENING!

Check your program guide for details

CONVENTION SPECIAL

50% OFF all graphic novels ordered on our website

CPMPress.com

Valid 5/3 - 5/14 Code: acentral50

S&H: $1 per book - visit website for details

CentralParkMedia.com CENTRAL PARK MEDIA®

Promotional materials ©2006 Central Park Media Corporation. Original Japanese version "Animation Runner Kuromi 2" ©2004 Akitaroh Daichi / Hajime Watanabe / YUMETA CO., LTD. Central Park Media and logo are registered trademarks of Central Park Media Corporation. All rights reserved.